

DnD 5E downtime activities (I/II)

Activity	Description	Resolution***
Buying a Magic Item (workweek)	1 workweek of efforts and 100GP in expenses. +1 to check for each additional week spent +1 to check for each additional 100 GP spent Max bonus is +10. Sellers asking price* depends on rarity of item	Make Charisma (Persuasion) check to determine Magic Item table to roll on. ©
Carousing (workweek)	1 workweek of fine food, Strong drinks and socializing with the purpose of making allies. - Expenses: Lower Class: 10 GP, Middle Class: 50 GP, Upper Class: 250 GP Only Characters with Noble background can socialize with Upper Class unless having a special status or personal relationship	Make Charisma (Persuasion) check on table to determine result of carousing ©
Crafting an Item <i>Not potion f healing or Spell Scroll</i> (Variable time)	Covers crafting of following items: A) <u>Normal items</u> (requires Toolkit and proficiency with tool) B) <u>Magical Item**</u> - not <u>Healing Potions</u> (In addition to same requirements as for a normal item it requires a Crafting Formula, exotic material(s) and proficiency in Arcana Skill) C) <u>Brewing Healing Potions</u> (Requires proficiency with Herbalism Kit)	Gold to pay costs Spending the time (variable number of workweeks depending on Item rarity) ©
Crime (One week)	Requires gathering information on potential targets and committing the crime to obtain loot (money). Requires 25 GP to cover costs. Three checks required against same DC. DC depends on the targeted Value. Risk of getting caught and put in jail.	1.Dexterity (Stealth) 2.Dexterity with Thieves tools 3. Intelligence (Investigation) OR Wisdom (Perception) OR Charisma (Deception) ©
Gambling (workweek)	Stake of min. 10 GP and max. 1000 GP required. Three checks required against a variable DC each time (as you do not know who you will be up against next.	1.Wisdom (Insight) 2. Charisma (Deception) 3. Charisma (Intimidation) DC is 5+2d10 each time ©
Pit Fighting (workweek)	Participating in boxing, wrestling and other forms of non-lethal combat. Three checks required against a variable DC each time (as you do not know who you will be up against next.)	1. Strength (Athletics) 2. Dexterity (Acrobatics) 3. Wisdom (Insight) DC is 5+2d10 each time ©
Relaxation (One week)	Relaxing requiring staying at home (or at an Inn) and maintain at least a modest lifestyle. Effects: Gain advantage on Saves vs. long term diseases and poisons. End one effect that prevents regaining Hit Points OR Restore 1 ability Score that has been reduced (unless Spell/magical)	No Checks required.
Religious Service (workweek)	Service in a temple with purpose of earning favors. Make 1 check at end of service to determine result (see Table). A obtained favor can also be used to reduce spell service cost 50%	1.Intelligence (Religion) OR 2.Charisma (Persuasion) Max. favors = 1+CHA mod. ©
Research (workweek)	Min. 50GP in expenses. Plus access to a Library or a Sage with the purpose of obtaining lore/knowledge of a person, monster, location, magic item or some other topics +1 to check for each additional 100 GP spent. Max. bonus is +6.	Make Intelligence check and compare to Table to determine result. Advantage on roll if access to very good library or very experienced sage. ©

* Determine Sales price by using either table in UA or alternative value concept Article in DM Binder where items power and usefulness has been considered as well.

**DMG p.129: Creator must be a Spellcaster with spell slots and must have spell on spell list with the effect the item should produce. Undertaking this activity can create an item as listed in DMG Chapter 7. The character must meet the minimum level requirement determined by the magic items rarity: Common/uncommon=3rd, Rare=6th, Very Rare=11th, Legendary=17th

*** IF "©" mark is shown in the Resolution column then there is a risk of a potential "Complication" after activity has been performed

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Activity	Description	Resolution
Scribing a Spell Scroll <i>(Variable time)</i>	Transfer prepared spell among your known spells to create a scroll. Requires proficiency in Arcana Skill. Time and cost required are variable depending on spell level in addition the material component of the spell must be available.	No Checks required. But spell must either be one prepared or be among already known spells Ⓢ
Selling a Magic Item <i>(Workweek)</i>	Finding a buyer for one of your magic items requires 1 workweek of work and 25 gp in expenses. You must pick one item at a time to sell. You can always opt to not sell, instead wasting the workweek and trying again later	Make Charisma (Persuasion) check and compare to Table to determine what kind of offer comes in. (50-150% of base price) Ⓢ
Training <i>(Ten Workweeks – INT Mod.)</i>	A character can learn a language or pick up proficiency with a tool. Training in a language or tool takes at least 10 workweeks, but reduce this time by a number of workweeks equal to the character's Intelligence modifier (an Intelligence penalty doesn't increase the time needed). Training costs 25 gp per workweek.	No Checks required. Ⓢ
Work <i>(Workweek)</i>	When all else fails, an adventurer can turn to this honest trade to earn a living by practice a profession. Requires one workweek of work. To determine how much money a character earns, the character makes one of three ability checks (depending on nature of work Compare result to the Wages table to see how much money is earned and what lifestyle that has been achieved	1. Strength (Athletics) check OR 2. Intelligence check with a set of Tools OR 3. Charisma (Performance), Ⓢ
Build Stronghold (DMG 128) <i>When established check maintenance cost DMG 127</i>	Requires purchase of plot of land. If within a Kingdom: 1. New land plot requires a Land Grant certificate 2. An Estate requires a Royal Charter of the Crown. 3. Existing land requires a deed. First two a normally given as rewards for faithful service, while the last is normally bought or inherited. Construction can continue outside downtime, but for each day character is away add 3 days to construction time	Required land/Estate has been obtained. Requires access to workers and materials. Construction cost money (to cover labor and materials) and time, which can be sent during downtime.
Gaining Renown (DMG 129)	Spending time on improving renown status within a organization, guild or faction that the character is member of by undertaking minor tasks and socializing for higher ranking members.	After spending time equal to current renown status times 1 Workweek – characters renown rank increases 1.
Performing Sacred Rites (DMG 129)	Spending time performing sacred rites in a Temple affiliated with a God the Character serves. Between the rites time is spent on meditation and prayer. Requires 1 Workweek.	After spending 1 workweek of time the character will gain 1 inspiration at the start of each following day the next 2d6 days
Running Business (DMG 129)	If a character holds a craftsman shop, tavern, farm, store etc. Downtime can be spent on maintaining and running the Business <i>Check maintenance cost DMG 127 for each specific property</i>	Make check with a modifier equal to + number of days used during downtime (max. +30) and compare to table in DMG for result.
Sowing Rumors (DMG 131)	Spreading rumors with the purpose of damaging a individual/organization or elevating an individual/organization. Downtime required depends on size of community you are located in (Village/Town/City). In a Town or City time spent must be continuous without interruption	Check table in DMG for time required. Cost is 1GP per day. Make DC15 Charisma (Deception or Persuasion) check. Success shifts attitude 1 step toward either Friendly or Hostile.